

ABSINTHE

Use during any combat. +5 to either side. Usable once only.



A 300 Gold Pieces

+ 2 Bonus

Not Usable by Vampire AIR FRESHENER



1 Hand **A** 200 Gold Pieces

BLACK HAIR DYE

Use during any combat. +3 to either side. Usable once only.



A 100 Gold Pieces

+ 2 Bonus

Usable by Vampire Only

BLACKER THAN BLACK

This card must be placed with an item that gives a level bonus.

That item is now the Blacker than Black (whatever), and worth an extra +2 in combat. This card goes with the item if it is lost, stolen, or discarded.



A

BLOODY MARY

Use during any combat. +3 to either side, or +6 to aid a Vampire. Usable once only.

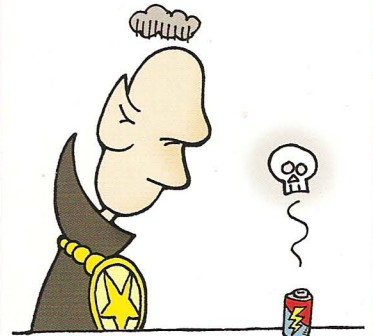


A 100 Gold Pieces

+ 1 Bonus

DEAD BATTERY

If you have two Dead items, you get an extra +2. If you have three, you get an extra +3, and so on.



A

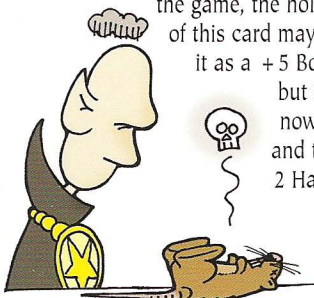
No Value

+ 2 Bonus

DEAD FRIEND

If you have two Dead items, you get an extra +2. If you have three, you get an extra +3, and so on.

If at least one *munchkin* has died in the game, the holder of this card may use it as a +5 Bonus, but it is now Big and takes 2 Hands.



A

No Value

+ 2 Bonus

DEAD GOLDFISH

If you have two Dead items, you get an extra +2. If you have three, you get an extra +3, and so on.



A

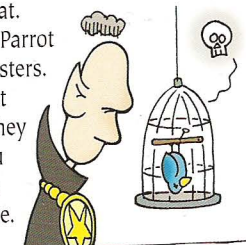
No Value

+ 2 Bonus

DEAD PARROT

If you have two Dead items, you get an extra +2. If you have three, you get an extra +3, and so on.

Instead of using the combat bonus of the Dead Parrot, you may say "See, it's only sleeping!" when you are in combat. Discard the Parrot and all monsters. They are not killed, but they flee and you may draw a free Treasure.



A

No Value

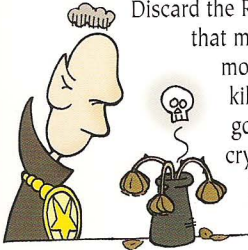
+ 1 Bonus

DEAD ROSES

If you have two Dead items, you get an extra + 2. If you have three, you get an extra + 3, and so on.

Instead of using the combat bonus of the Dead Roses, you may give them to a monster when you are in combat.

Discard the Roses and that monster. The monster is not killed; it just goes away, crying, leaving its Treasure behind.



No Value

+ 2 Bonus

ESPECIALLY DEPRESSING

This card must be placed with an item that gives a level bonus.

That item is now the Especially Depressing (whatever), and worth an extra + 2 in combat. This card goes with the item if it is lost, stolen, or discarded.



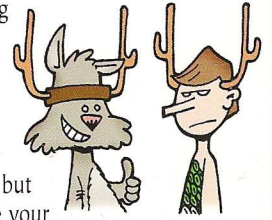
+ 1 Bonus

Not Usable by Changeling

FAKE HORNS

Allows the wearer to use any Changeling-only items. Monsters also react as though the wearer was a Changeling. Does not give any other Changeling abilities.

This item may be worn over other headgear, but if you lose your headgear, the Fake Horns go, too.

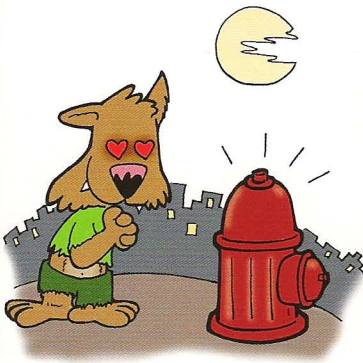


Headgear  300 Gold Pieces

+ 3 Bonus

Usable by Werewolf Only

FIRE HYDRANT



Big

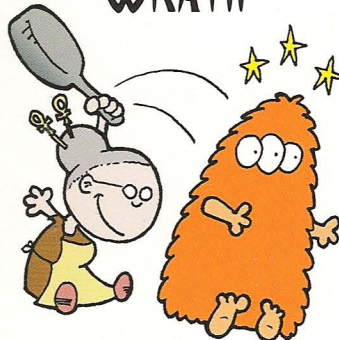


600 Gold Pieces

+ 4 Bonus

Usable by Mummy Only

FRYING PAN OF WRATH



1 Hand



600 Gold Pieces

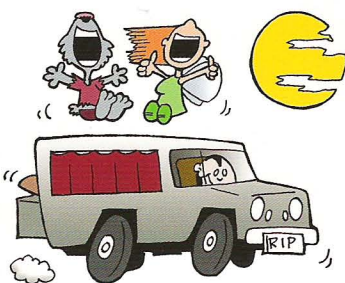
GLITTER

+ 5 to either side. Usable once only.



200 Gold Pieces

GO OUT FOR A BIER



GO UP A LEVEL



HALLOWEEN



GO UP A LEVEL



+ 4 Bonus

HUGE DICE POOL



2 Hands

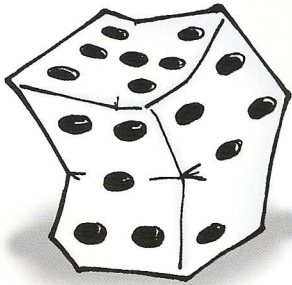
Big



600 Gold Pieces

LOADED DIE

Play after you roll the die, for any reason. Turn the die so the number of your choice is on top. That's your roll. Usable once only.



A 300 Gold Pieces

MAKE THEIR HEADS EXPLODE



GO UP A LEVEL

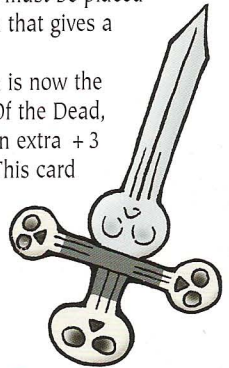
A

+ 3 Bonus

... OF THE DEAD

This card must be placed with an item that gives a level bonus.

That item is now the (whatever) Of the Dead, and worth an extra +3 in combat. This card goes with the item if it is lost, stolen, or discarded.



A

+ 3 Bonus

PANTS MACABRE



A 600 Gold Pieces

+ 2 Bonus

PET RAVEN

Go up an extra level for any combat in which you slay Bats with the aid of your Pet Raven.



A 400 Gold Pieces

PICNIC!



GO UP A LEVEL

A

+ 3 Bonus

Usable by Changeling Only

PIXIE STICK

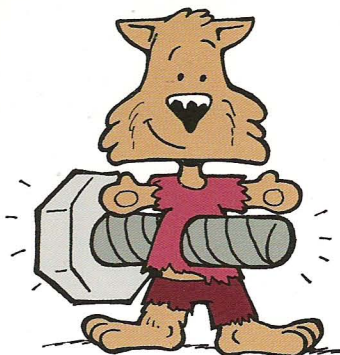


2 Hands **A** 700 Gold Pieces

+ 3 Bonus

Not Usable by Mummy

POWER PIERCING



A 500 Gold Pieces

R-P-S

Play during any combat. No one may play any further cards in that combat, and all cards used so far are discarded.

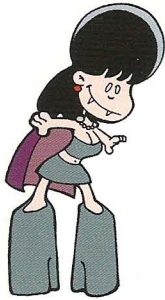
The player whose turn it is now plays Rock-Paper-Scissors with an opponent of his choice. If he wins, he wins the combat, and otherwise, he loses.



A

+ 2 Bonus

SHOES WITH THEIR OWN ZIP CODE



Footgear
Big

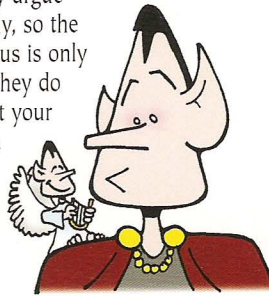
700 Gold Pieces

+ 4 Bonus

SHOULDER ANGEL

If you have the Shoulder Angel, you must help anyone who asks for it, without asking for reward.

If you have the Shoulder Devil as well, they argue constantly, so the total bonus is only + 6 but they do not affect your behavior.



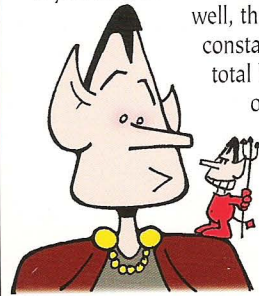
600 Gold Pieces

+ 4 Bonus

SHOULDER DEVIL

If you have the Shoulder Devil, you may not help anyone in combat unless they use a Power or Item to force you to help.

If you have the Shoulder Angel as well, they argue constantly, so the total bonus is only + 6 but they do not affect your behavior.



600 Gold Pieces

SLAY A MINION

You can use this card only if a Minion is in play (no matter who owns him). Discard the Minion.



GO UP A LEVEL

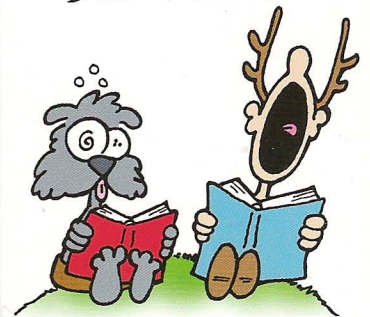


+ 2 Bonus
(+ 4 for Werewolf)
SPIKED COLLAR



600 Gold Pieces

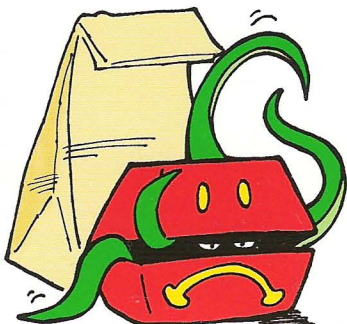
TOUGHEN YOURSELF WITH BAD FICTION



GO UP A LEVEL



UNHAPPY MEAL



GO UP A LEVEL



WISHING RING

Cancels any curse. Play at any time. Usable once only.

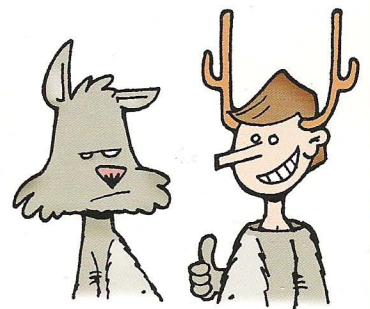


500 Gold Pieces

+ 2 Bonus

Not Usable by Werewolf

WOLFSKIN ARMOR



Armor



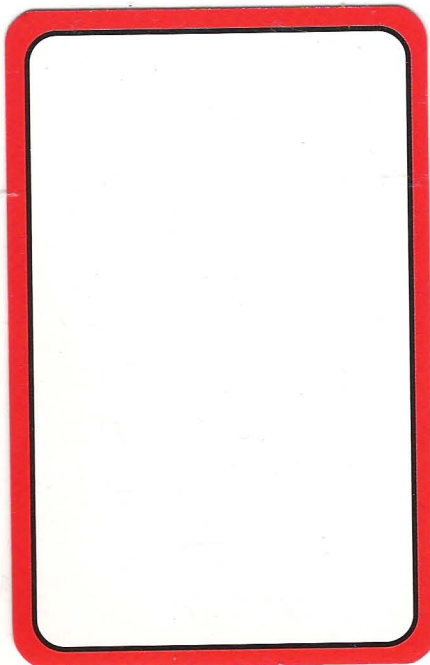
400 Gold Pieces

YOUR POWERS HAVE GROWN!

Go through the Door discards,
starting at the top, and take the first
Power card that you can legally use.



A



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
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**MUNCHKIN
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**MUNCHKIN
BITES!**

